



Montana
Office of Public Instruction
Denise Juneau, State Superintendent

opi.mt.gov

Model Lesson Plan

Traditional Games

Grade Five

Shinny - Lead-up Games for Gros Ventre (White Clay) and Northern Cheyenne

Stage 1 Desired Results

Established Goals

Health Enhancement Standard 7 Benchmark 8.4: Work cooperatively with a group to achieve goals in ...competitive settings **(for example, team sports [e.g., Montana Indian traditional games])**.

Essential Understanding 1: There is great diversity among the 12 tribal Nations of Montana in their languages, cultures, histories and governments. Each Nation has a distinct and unique cultural heritage that contributes to modern Montana.

Understandings

1. Native peoples competed for hours, sometimes for days in their shinny game competitions. The games were rough and good endurance (lasting the full game) was honored as much as winning; however, the rules were distinct and unique to the tribal heritage.

Essential Question

1. Why were some of the Indian team games of long ago played in different seasons or by slightly different rules?

Students will be able to...

1. Move through two stations of lead-up games to Shinny with the Gros Ventre (White Clay) and Northern Cheyenne rules.

Students will know...

1. How the White Clay and Northern Cheyenne shinny games were different and how they were (and are today) the same.

Stage 2 Assessment Evidence

Performance Tasks

Playing the White Clay and Northern Cheyenne rules for shinny, demonstrating the differences.

Stage 3 Learning Plan

Teaching Area

(Indoors or outdoors or in gym) 100' x 50' for 26 students in four teams with two teams on one field (half court) and two on the other half.

Grade 5 Shinny – Lead-up Games for Gros Ventre (White Clay) and Northern Cheyenne (continued)

Equipment needed

Station 1: Northern Cheyenne Shinny (Ohonistuts) Sticks about 31' in length and a buckskin ball, flattened with median seam, 4' diameter and painted red with sign of four directions painted on other side

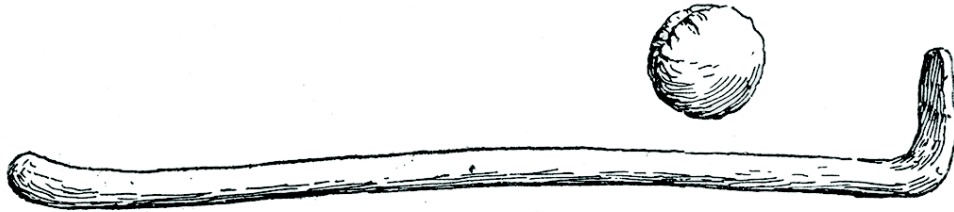


Fig. 797.

FIG. 797. Shinny ball and stick; diameter of ball, $3\frac{1}{4}$ inches; length of stick, 31 inches; Cheyenne Indians, Montana; cat. no. 69979, Field Columbian Museum.

US. 305.8 SI 11 BAE, Vol. 24 (1902-1903). Holmes, W.H., *Twenty-Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902-1903*, Washington Government Printing Office, 1907. Montana Historical Society Research Center, Archives

Station 2: Gros Ventre (White Clay) Shinny (Kakawaasethi). Sticks curved at end 28' long and flattened slightly on each side. Ball is buckskin with median seam (two circles sewn at seam) leaving a small opening that would be stuffed with buffalo hair and sewn



Fig. 799.

FIG. 799. Shinny ball and stick; diameter of ball, $3\frac{1}{4}$ inches; length of stick, 31 inches; Gros-ventre Indians, Montana; cat. no. 60356, Field Columbian Museum.

US. 305.8 SI 11 BAE, Vol. 24 (1902-1903). Holmes, W.H., *Twenty-Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902-1903*, Washington Government Printing Office, 1907. Montana Historical Society Research Center, Archives

Game Rules

Station 1: Ohonistuts (Northern Cheyenne) Two stakes are set up at each end of the field. The object of each party is to drive the ball through the goals of the other. Each goal is a "game." The object is to win the most "games" until the time is up. In the old days it was played until very dark. (Holmes p. 617)

Grade 5 Shinny – Lead-up Games for Gros Ventre (White Clay) and Northern Cheyenne (continued)

Station 2: Kakawaasethi (White Clay). As nearly as can be determined, the White Clay played with a single pole at the end of the Shinny field. The idea was to strike the opponent's goal pole (which they guarded) for a score. The game lasted until an agreed upon time or score. (Holmes p. 621)

Vocabulary

Teamwork: A joint action by a group of people, in which each person subordinates his/her individual interests and opinions to the unity and efficiency of the group; coordinated effort.

Patience: a. The will or ability to wait or endure without complaint; b. Steadiness, endurance in task.

Perseverance: To persist in any task undertaken once it has begun. To keep going or doing.

Shin: The lower front bone in the human leg. Most tribes called this game of "Shinney" by the word in their own language that meant shinbone.

Concepts

When the Europeans arrived in the Americas, they witnessed all tribes and their people of all ages (youth through adults) participated in hundreds of physical activities that kept them in excellent health (physically, mentally, socially, and spiritually). Often in written reports by European observers, of these wild, fun, yet serious competitions, the observers made comments like "They are like children, they play all day." Even today very few people realize how important physical health is to survival and long life. All indigenous peoples of the Americas honored strength, courage, and endurance because it meant that young and old could survive rough times. Therefore, when food storage was set, when enemies were far away, and the weather permitted, *games were enjoyed!* In fact, the International Traditional Games Society members haven't found a general word for "play" because most Montana tribal languages use words that describe the *action* or the *object* used. As Henry Anderson, Little Shell elder, has said, "Everything had, and still has, a purpose."

Teamwork takes patience (to watch and wait for the opportunity to play the ball), perseverance (to keep going even if others give up), and self-control.

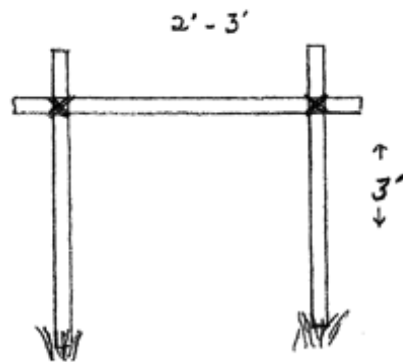
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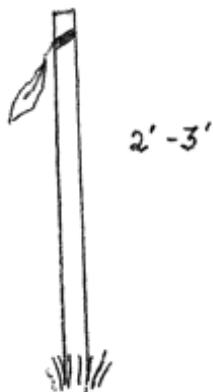
Shinney Goals

Outdoors

**Northern Cheyenne
Stakes and cross bar**



**Chippewa
Single pole**



Indoors may use floor cones for goals

Grade 5 Shinny – Lead-up Games for Gros Ventre (White Clay) and Northern Cheyenne (continued)

Resources

Books

Cullin, Stewart, *Games of the North American Indians*, New York: Dover Publications, Inc., 1975.

Holmes, W.H., *Twenty-Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902-1903*, Washington Government Printing Office, 1907.

Cajete, Gregory. *Spirit of the Game: An Indigenous Wellspring*, Skyand, NC: Kivaki Press, 2005, p. 23.

Deloria, Ella Cara. *Waterlily*, Lincoln: University of Nebraska Press.1988, p. 61.

Flannery, Ragina. *The Gros Ventres of Montana Part I Social Life*. Washington D.C.: University of Nebraska Press, The Catholic University of America Anthropological Series No. 15. p. 151.

DVD

Eagle Watch and International Traditional Games Society “Recovery of American Indian Games” available from I.T.G.S., PO Box 406, East Glacier, MT, 59434. Information on: <http://www.traditionalnativegames.org/>

Web sites:

International Traditional Games Society: <http://www.traditionalnativegames.org/>

Montana Office of Public Instruction, “Indian Education for All”,
<http://www.opi.mt.gov/programs/Indianed/IEFA.html>

Great Falls Public Schools: Indian Resource Library (books with games list), <http://www.gfps.k12.mt.us/>, click on departments, choose “Indian Ed Prog/library”